```
GFXLight
+ target
+ vect
+ options
+ diffuse

    specular

+ ambient
+ attenuate
+ direction
+ exp
+ cutoff

    size

+ GFXLight()
+ GFXLight()
+ SetProperties()
+ GetProperties()
+ setSize()
+ getSize()
+ getPosition()
+ disable()
+ enable()
+ attenuated()
+ apply attenuate()
     gfx light
+ gfx light()
+ operator=()
+ lightNum()
+ LocalLight()
+ enabled()
+ Target()
+ Create()
+ Kill()
+ SendGLPosition()
+ ClobberGLLight()
and 9 more...
+ dopickenables()
```